PlayStation

NTSC | U/C

PlayStation

SHADOW TOWER

"From the Creators of the King's Field Series"

TEEN

T

CONTENT RATED BY ESRB

SLUS-00863

agetec

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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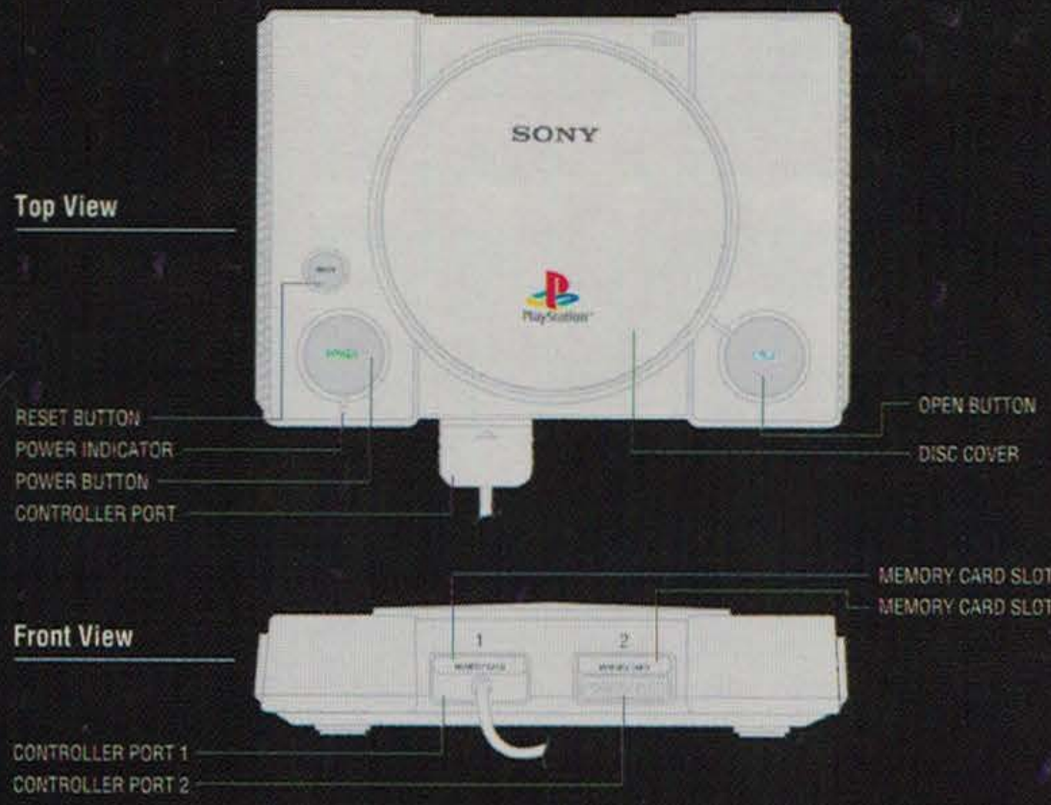
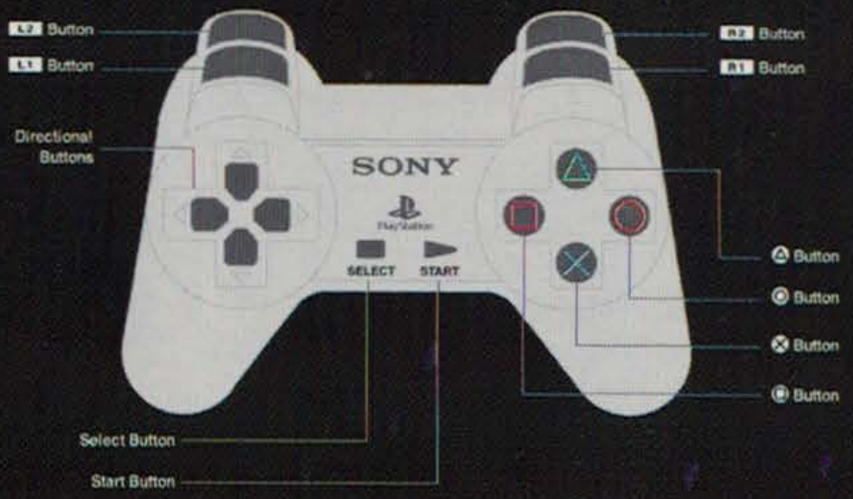
SETUP





Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the SHADOW TOWER disc and close the disc cover. Insert a game controller and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

MEMORY CARDS

To save game settings and progress, and to resume saved games, insert a blank Memory Card into Memory Card slot 1 of the PlayStation game console before starting gameplay (2 blocks required).

Prologue

The continent Eclipse. Here lies the Holy Land of Zepter. In this land is a sealed tower that is guarded by the kings of surrounding nations according to the traditions passed down from their ancestors. They whisper a prayer that the disaster will not repeat itself.

It happened a long time ago. A tragedy descended upon the Kingdom of Eclipse, from which this continent drew its name.

There is a crown with a single eye. That terrible gaze, which snuffed out the Kingdom of Eclipse in one night, leaving nothing but a gargantuan hole. A fearsome power that led a prosperous king into total destruction.

Always wearing that crown, the king looked smug. "This crown is the source of our power. It is how we became the Conqueror." So the king would say.

That single eye that glowed so ominously before is now closed and quietly sealed within the tower. It was as if it had fallen into an eternal sleep.

The secrets behind the ancient tragedy will never be known. The peace in the Holy Land of Zepter looked as though it would last forever. Like it was forgotten that this was accursed soil...

STORY

The number of "mercenaries" on the continent has recently increased. They claimed no nation and operated solely for their own gain, making their way by force.

One of those men, Ruus Hardy, set out on a journey in search of a new position. The town of Zepter was the crossroad of the nations, and there lived the gentle granny who tended the inn. She cared for him back when his career was just beginning. "Guess I'll stop by Granny's for a meal. It's been a long time..." Ruus could see her stern yet kind smile in his mind. He did not know his parents. Hers was the first warmth he had experienced, and he had always drawn strength from that.

But all that greeted Ruus as he came through the woods in the dusk was a mound of rubble. There was no sign of anyone nearby. He caught his breath and looked up at the sky. The tower, always standing so proud,

was not there. Only the base of the tower remained, looking lonely, as if the entire town had been sucked into the tower's depths.

Ruus, standing there in disbelief, sensed someone approaching and whirled around.

"Who is it!!?"

An old man dressed in a robe was standing there.

"I am the monk called to guard the tower through the generations. Judging from your long sword, you must be Wedin, Earl of Marus. How astute of you to discern the situation so quickly."

Ruus was about to tell him he had the wrong man, but the old man continued.

"The souls of those who lived here were consumed, consumed by those in the realm of evil beneath the tower. If their souls are brought back, they could possibly be saved, but my power is not enough to confront the evil ones...

Several have gone down, but it is unlikely that they will return alive. Man-made weapons are useless against them..." "Time is running out. In just a few days, the door to the darkness beneath the tower will be closed, and those whose souls were consumed will never be saved. There is no choice but to rely on you. You still have the choice to say no and walk away..."

"And how can the souls be saved?"

The old man answered Ruus' query.

"The souls that were consumed by the dark ones are now a part of their power. They can be released by conquering the dark ones who trapped the souls. The most important thing is to find the key to restore the souls to their original bodies—the one-eyed crown. Thereafter you will be guided."

"This is a treasured sword passed down in my family through the generations. They say it is a dark one's sword... but no one truly knows. Nevertheless, I am certain this sword will be your only hope. Take it with you."

And with that the old man gave him an age-old sword.

"You want me to go down that hole with just this sword?"

Ruus stared down at the unlikely weapon, muttering:

"The 'dark ones' spoken of by this monk. So powerful they cannot be conquered by man-made weapons... If I enter this hole, will I ever come back? Wouldn't it be better to tell him he has the wrong man, and run away?"

But then in his mind he saw Granny's smile, and he could taste her good, simple cooking.

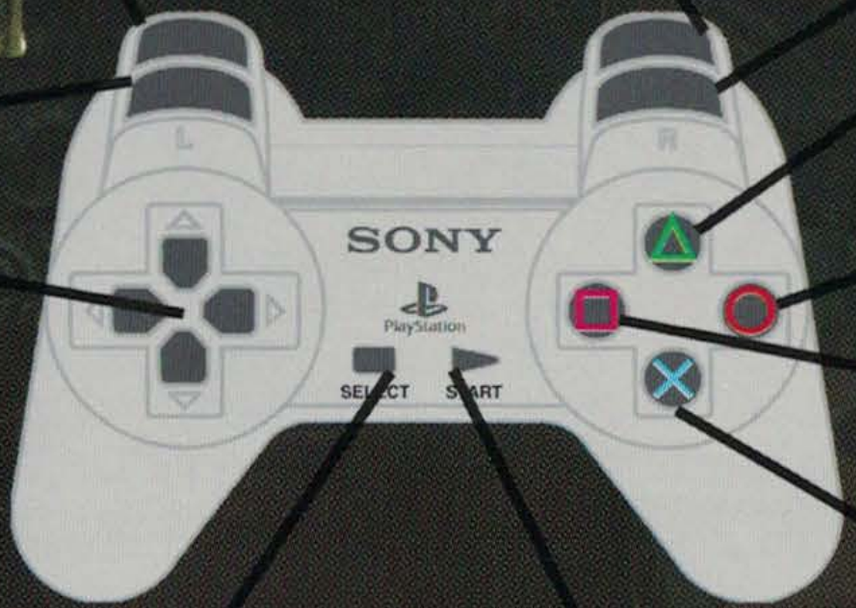
Ruus sighed softly, and descended down into the hole beneath the tower.

OPERATING INSTRUCTIONS

L2 LOOK UP

R2 LOOK DOWN

L1 MOVE LEFT



- FORWARD
- BACKWARD
- ROTATE LEFT
- ROTATE RIGHT

SELECT MENU SCREEN

START PAUSE

DUAL SHOCK™ analog controller

This software only accommodates the vibration function of the analog controller. The vibration operates whether the LED is on or off. The vibration can also be turned on or off in the option section of the menu screen. The operation method is identical to that of the normal controller. It does not accommodate the L3 or R3 buttons.

** The button configuration above is the stardard set. The operation method on the main screen can be set at will using key configuration*

R1 MOVE RIGHT

△ ATTACK

○ ITEM SCREEN

□ USE SHIELD

✕ EVENT
(open door, pick up item, conversation)

In addition to normal operations, combinations of multiple buttons allow special actions.

✕ BUTTON –> △ BUTTON:

Switches between Right Hand weapon and Reserve weapon.

✕ BUTTON –> □ BUTTON:

Switches between Left Hand shield and Reserve shield.

○ BUTTON –> △ BUTTON:

Use right hand magic.

○ BUTTON –> □ BUTTON:

Use left hand magic.

○ BUTTON –> ○ BUTTON:

Display menu screen

L2 BUTTON + R2 BUTTON:

Restore perspective to horizontal

NOTE: Operation methods expressed above mean: ✕ button –> △ button means the ✕ button is pressed first, then the △ button.

MAIN MENU

- USE ITEM
- EQUIP
- ARRANGE ITEMS
- CREATURE BOOK
- EQUIP INFO
- OPTIONS
- LOAD DATA
- END GAME

DIRECTIONAL BUTTONS:	Move cursor
L1 BUTTON:	Switch display page
R1 BUTTON:	Switch display page
L2 BUTTON:	Not Used
R2 BUTTON:	Not Used
△ BUTTON:	Display game info
□ BUTTON:	Not used
✕ BUTTON:	Confirm
○ BUTTON:	Cancel command, return to previous screen
SELECT BUTTON:	Not used
START BUTTON:	Not used

SCREENS

HP: This displays the player's hit points. When it reaches 0, the game is over.

MP: This displays the player's magic points. It decreases each time magic is used.

POWER GAUGE: This displays the amount of force used in wielding the weapon. The higher the gauge, the greater the damage inflicted. The speed at which the Power gauge rises depends on the player's attributes and the weapon used.

MAGIC GAUGE: Displays the level of magical concentration. Magic can only be used when the gauge is at the maximum. The recovery speed of the Magic gauge depends on the player's attributes and the type of magic used.

SPECIAL DISPLAYS

HIT DISPLAY:
Displays damage inflicted on the enemy. The larger the number, the greater the damage inflicted.

ITEM DISPLAY:
When using an item with a time limit, an icon of that item will be displayed.

BREAKAGE DISPLAY:
Displays when equipment is about to break.

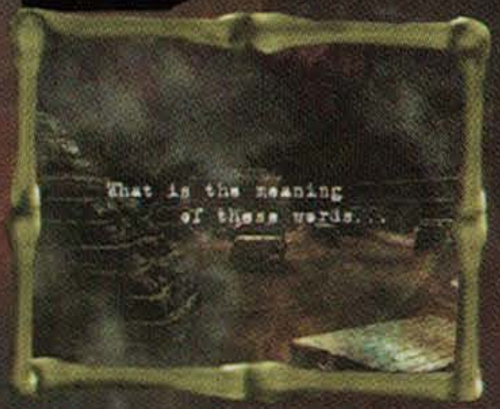
STATUS DISPLAY:
Displays player status when an abnormal status has occurred.

STARTING AND SAVING

Set the "SHADOW TOWER" disk in the PlayStation® unit, and press the power button. The opening movie will begin.

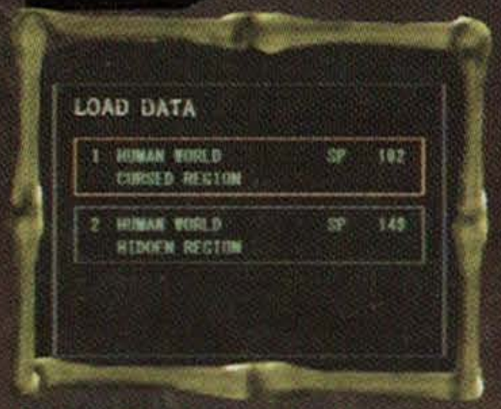
When the movie is over, or when the Start button is pressed during the movie, the title screen is displayed. Press the Start button from the title screen to switch to mode selection. Select a mode using the up and down directional buttons, and confirm with the ⊗ button.

NEW



Play the game from the beginning.

LOAD



Select the data to load using the directional buttons, and confirm with the ⊗ button.

VS

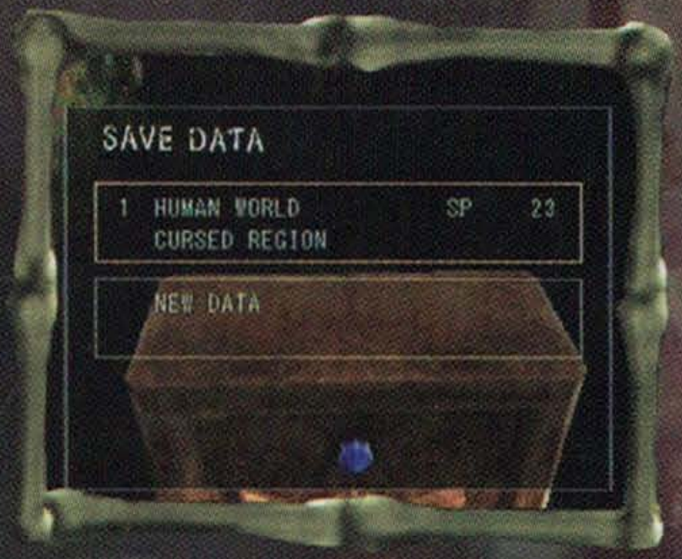
Fight against another player using creatures you have discovered.

SAVING DATA

It is a good idea to save your data when interrupting the game or when you have obtained an important item. Data is saved at the save points you find during the game (marked with a crown). Press the ⊗ button when you are facing a save point to display the save screen.

Use the directional buttons to indicate the Memory card slot you wish to use, then press the ⊗ button. Next, select a file using the directional buttons and continue by pressing the ⊗ button. (Cancel with the ○ button). For your first save or when saving something new, select NEW DATA. If you select pre-existing data, it will be overwritten.

NOTE: Two free Memory card blocks are needed for each save.



PLAYING THE GAME

ITEMS AND INFORMATION

OBTAINING ITEMS

While moving around, you may find swords and other items lying on the floor. To pick an item up, press the ⊗ button while you are facing the item. Now press the ⊗ button again to obtain the item. If you press the ○ button, the item is put back where it was.

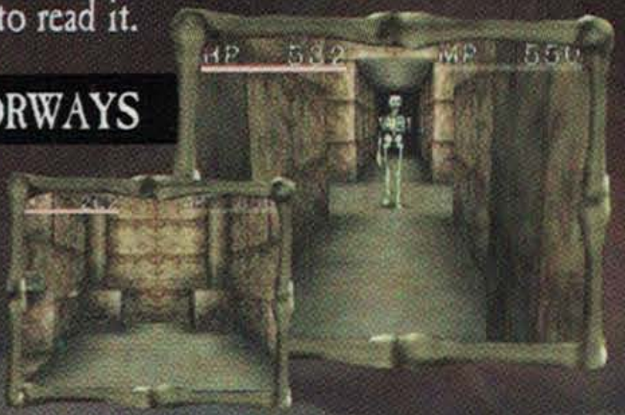
CONVERSATION

Not all creatures you meet in this game are enemies. Some creatures will give you valuable information. Face the creature and press the ⊗ button to engage in conversation.

INSCRIPTIONS ON THE WALL

Sometimes the walls of the dungeons and other places contain information written on them by someone else. Face the wall and press the ⊗ button to read it.

HIDDEN DOORWAYS



There are hidden doorways in the dungeons. Sometimes there are treasure chests in the chambers behind them. Press the ⊗ button along the wall to find these doors.

SHOPS

There are some beings within the dungeons that will cooperate with you. They will exchange items you have for new items. To meet them, you must go through a warp point (marked with shields and scales).

CUNES EXCHANGE

Medals called Cunes that you find while searching the dungeon can be exchanged for items here. Select the item you want to exchange with the directional buttons, and press the ⊗ button. The warp point for this is marked with a shield. (Cancel with the ○ button).

HEALING POTION

Items obtained while searching the dungeon can be exchanged here for healing potion. Select the item you would like to exchange with the directional buttons, and press the ⊗ button. The warp point for this is marked with scales. (Cancel with the ○ button).

MAGIC POTION

Items obtained while searching the dungeon can be exchanged here for magic potion. Select the item you would like to exchange with the directional buttons, and press the ⊗ button. The warp point for this is marked with scales. (Cancel with the ○ button).

REPAIRS

Your equipment gradually deteriorates as you use it, and will eventually break. You can have worn out, or broken equipment repaired in exchange for HP. Repairing an item that is completely broken costs quite a few HP. Select the item to repair and press the ⊗ button. The warp point for this is marked with scales. (Cancel with the ○ button).

ATTACK

ATTACKING WITH WEAPONS

Press the △ button to attack with the weapon that you are equipped with. The striking distance alters the damage inflicted on the enemy, as does the size of the enemy and the length of your weapon. When the enemy is short, it must be visible at the center of the screen, or your attack will not hit it.

ATTACKING WITH A BOW AND ARROW

When equipped with a bow and arrow, hold down the △ button to fill the Power gauge, then let go to shoot the arrow.

NOTES: Some weapons in your inventory require both hands, and you cannot use a shield while equipped with them. Also, when you attack an enemy with a weapon that has an attribute the enemy does not have, more damage can be inflicted.

DEFENSE

When equipped with a shield, pressing the □ button will place your shield in a location that will minimize damage from the opponent. You cannot attack while your shield is in place.

NOTE: Defending yourself with equipment that has the same attribute that the enemy possesses can minimize damage.

MAGIC

When you are equipped with a ring and have selected a type of magic, you can use the magic.

NOTES: When you attack with a magic attribute the enemy does not have, you can inflict more damage. Also, when you change the ring you are equipped with, the selected magic is cancelled. The magic you will use must be selected again.

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ATTRIBUTES

Alterations to the number of attributes change the HP and MP of the hero. Armor and weapons also have attributes. Attributes can be classified in three categories: physical, magic and special.

PHYSICAL ATTRIBUTES

The physical attributes of the hero change with the SP (soul points) obtained by conquering creatures. The level of the player's attributes is determined from seven attributes. The relation between physical attributes and affects is as follows.

Strength (STR)	Governs the body.	Affects HP.
Speed (SPD)	Governs speed.	Affects movement and weapon speed.
Defense (DEF)	Governs tenacity.	Affects defense strength.
Balance (BAL)	Governs attributes.	Affects attack resistance.
Slash (SLA), Smash (SMH), Pierce (PIR)	Governs battle technique.	Affect attack strength.

MAGIC ATTRIBUTES

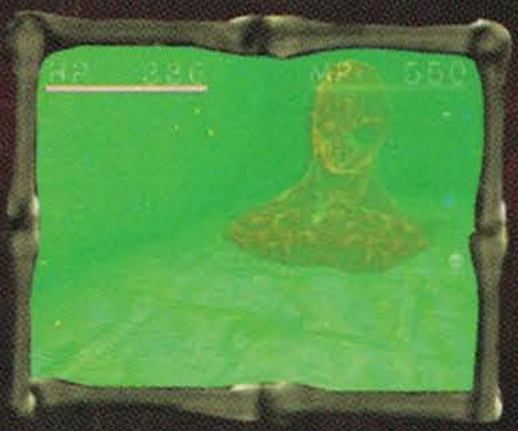
Magic attributes also include fire, acid, and other special attributes. These attributes are a part of magic or equipment. The level of the player's attributes is determined from seven attributes. The relation between magic attributes and affects is as follows.

Focus (FOC)	Governs the will.	Affects MP.
Harmony (HAM)	Governs the spirit.	Affects magic speed.
Spirit (SPR)	Governs results.	Affects magic resistance.
Purity (PUR)	Governs cleansing.	Affects recovery.
Particle (PAR), Melting (MEL), Soul (SOL)	Govern magic attributes.	Affect magic attributes.

SPECIAL ATTRIBUTES

Special attributes have little effect on those possessing the same attribute, but are powerful against those with a different attribute. The different attributes are, Fire, Ice, Poison, Acid, Holy and Dark.

STATUS ABNORMALITY



Traps in the dungeon and enemy attacks can make the player's status abnormal. You can recover from some status abnormalities after a certain time, but others require some action to recover.

POISON — You are poisoned and your HP will continue to decrease for a certain amount of time.

PARALYSIS — Your body is paralyzed and you cannot move.

DARK — You have a dark spell cast on you, and you can barely see for a certain period of time.

CURSE — You are cursed, and your physical and magic strength decrease.

WEIGHT — You have a weight spell cast on you, and your movements become slower.

DEATH

If you fall into a trap or sustain so much battle damage that your HP drops to 0, then the game is over.

When this happens, the data load screen is displayed. Save your data often so that you are prepared no matter what happens. These people are counting on you. Don't give up, keep striving to bring back their souls.

MENUS

MENU SYSTEM

Either press the SELECT button or press the ○ button twice to display the menu screen. Here, you can change equipment, load data, etc. The basic operation method is to select an item using the directional buttons, and confirm it with the ✕ button. Use the ○ button to show the previous screen or to cancel. When the △ button is pressed at this screen, the game info screen is displayed.

GAME INFO SCREEN

Location: This indicates the current world and area location.

Cunes: This indicates the number of Cunes found and total number possible.

Items: This indicates the number of Items found and total number possible.

Creatures: This indicates the number of Creatures found and total number possible.

Time: This indicates the total time spent playing. The numbers represent time in hours and minutes.

Use the R1 button to switch the screen to view the worlds and their areas that you have discovered and explored. The question marks are only displayed in the worlds and areas that you have not yet discovered. The percentage indicates the amount of each area explored. Use the L1 button to return.

USE ITEM

Select the item to use with the up and down directional buttons.

Switch the display page with the left and right directional buttons.

Press the ⊗ button to use the selected item. (Cancel with the ○ button)

SP (SOUL POINTS) ASSIGNMENT

Soul Pods have SP sealed within them. When the item is used, you can choose where to assign the SP. Select where to assign them with the directional buttons, and confirm with the ⊗ button. When all SP are assigned, you return to the main menu. If you press the ○ button while you are assigning, it resumes the status before any SP were assigned and switches to the menu screen.

EQUIP

Select the body part to change equipment with the directional buttons, and press the ⊗ button. The equipment selection screen for the selected part is displayed. Select the equipment with the left and right directional buttons, and confirm with the ⊗ button. (Cancel with the ○ button)

NOTES: When you are equipped with a weapon that requires both hands, you cannot use a shield. You can pre-select the shield to switch hands under "left reserve." You can pre-select the weapon to switch hands under "right reserve." The available magic choices change according to what ring you wear.

ARRANGING ITEMS

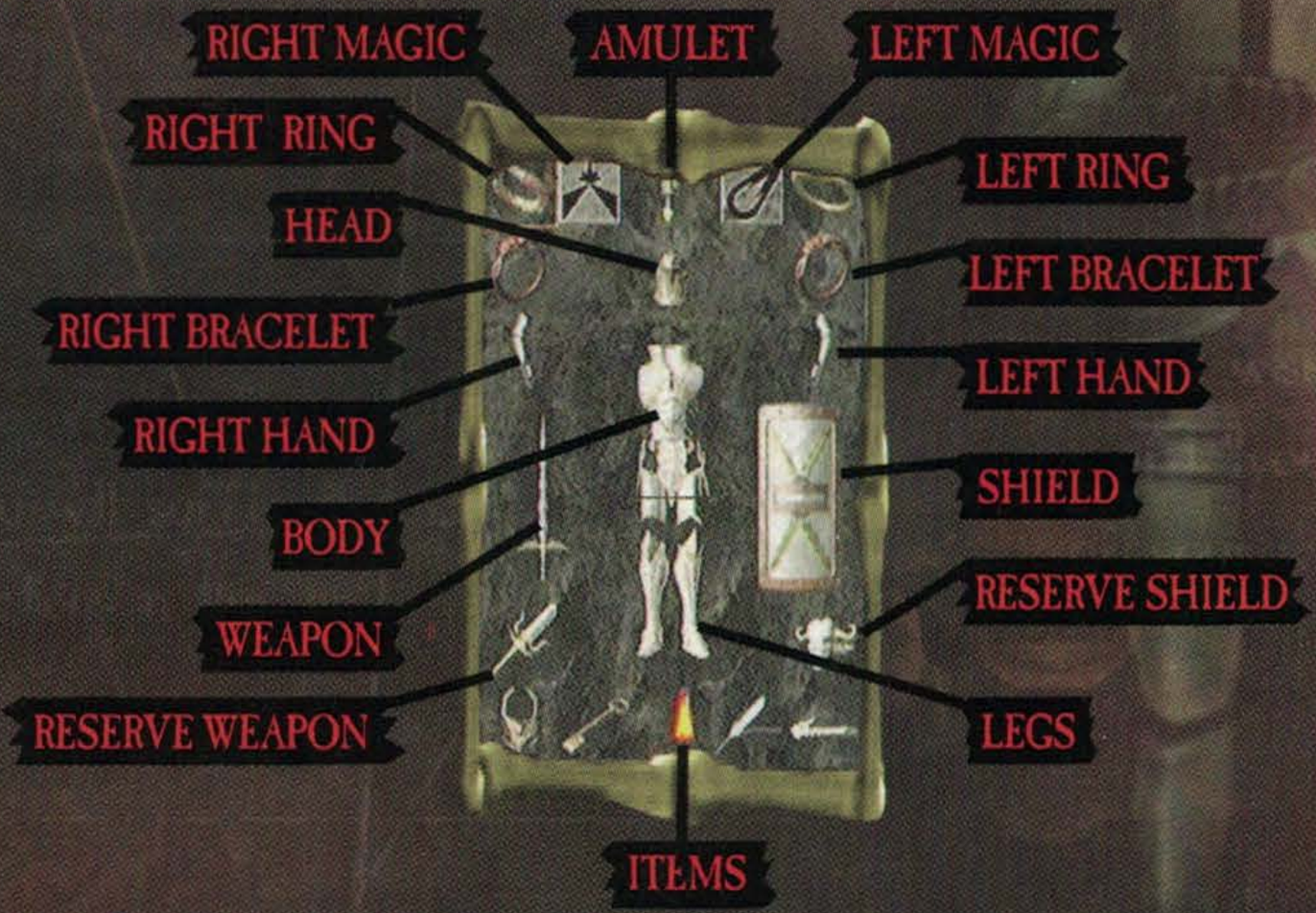
Items you don't use very much can be put in a Bag. Move an item into the Bag and it will no longer be displayed when choosing equipment. Select item to move with the directional buttons and confirm with the ⊗ button. Scroll through the item screen with the L1 and L2 buttons. Scroll through the bag screen with the R1 and R2 buttons. Press the △ button to switch the destination screen to an equipment and parameter display.

CREATURE BOOK

Specific creatures you either have met once or conquered are listed here. The capabilities of creatures can be seen on this screen. Select the creature to view using the directional buttons, and press the ⊗ button to see detailed data regarding the creature. When displaying creature details, Press L1 and R1 to switch the right screen to display the current status parameters.

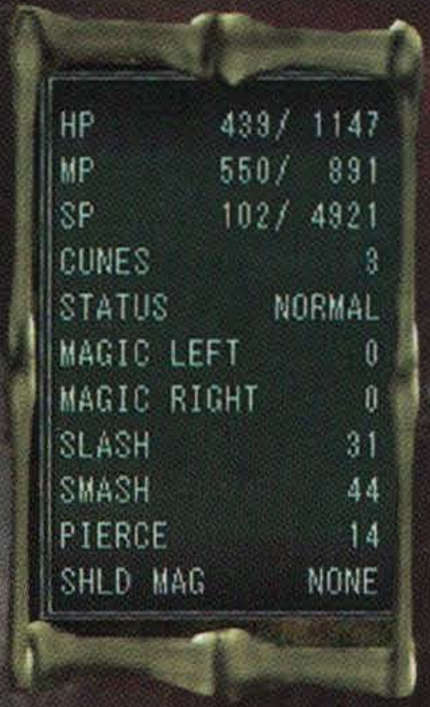
EQUIPMENT INFO

Confirm your current equipment and attributes levels here. You can also switch equipment here. Select the equipment location with the directional buttons, and then press the ⊗ button. (Cancel with the ○ button).



When displaying equipment details, Press L1 and R1 buttons to switch the right screen to display the current status and weapon parameters. Use the △ button to display the selected item's parameter.

EXPLANATION OF EFFECTIVE ATTRIBUTES LEVELS



HP .....Hit points

MP .....Magic points

SP .....Total soul points gained by defeating the enemy

Cunes .....Number of Cunes

Status .....Player status

Magic left .....Magic attack power using your left hand

Magic right ...Magic attack power using your right hand

Slash .....Cutting strength of equipped weapon

Smash .....Impact strength of equipped weapon

Pierce .....Piercing strength of equipped weapon

Shld Mag .....Magic attributes of the shield

Weapon attack .....Attack power of the weapon

Magic attack right ....Magic attack power using your right hand

Magic attack left .....Magic attack power using your left hand

Armor defense .....Defensive power against physical attack

Magic defense .....Defensive power against magic attack

Shield defense .....Shield defensive power against physical attack (added when shield is positioned)

Shield magic defense .Shield defensive power against magic attack (added when shield is positioned)

Attack speed .....Power gauge recovery speed

Magic speed .....Magic gauge recovery speed

Impact resistance ....Impact resistance power when under attack (the larger the number the less you wobble)

Status recovery .....Speed of recovery after status abnormality

Equipment weight ...Total weight of the armor and weapons you are equipped with (right number is maximum weight for normal activity)

NOTES: The numbers displayed are not the attributes levels for the players as individuals, but are the values of the player's equipment. The numbers will rise and fall according to the equipment you have. Also, There is an equipment weight limit for normal activity. It is possible to equip yourself beyond this limit, but your HP gradually decreases when the weight of your equipment exceeds the limit.

OPTIONS

Select a category with the up and down directional buttons, and change the settings with the left and right directional buttons.

Adjust SFX: Volume of sound effects

Adjust Walk: Changing the vertical bounce effect when walking

Show Status: Whether or not to display HP and MP gauge.

Subtitles: Whether or not to show messages during conversations

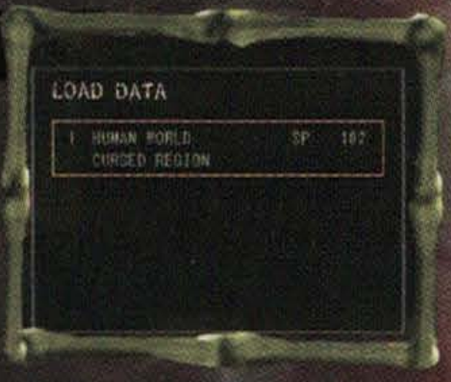
Vibration: Whether or not to use analog controller vibration function

Button Config: Press the ⊗ button to display a key configuration screen

BUTTON CONFIG

Changes the controller button placement. After selecting the button to change with the directional buttons, confirm it with the ⊗ button. The next key or button pressed will be assigned that item. Selecting "Standard Set" returns it to the default settings. When multiple actions are selected for one button, it will display in red. "Done" cannot be selected until only one action is set for each button.

LOAD DATA



This loads the game data. After selecting the slot, select the data to load with the directional buttons, and confirm it with the ⊗ button. (Cancel with ⊙ button).

QUIT GAME

Quits the game and returns to the title screen. A confirmation message is displayed when selected. Press the ⊗ button to quit. (Cancel with ⊙ button). Be careful, no data will be saved here.

CREATURE VS.

VS MODE

Bet an item with another player, and have the creatures fight it out. The matches are one against one or three against three. The basic operation method is to select an item with the directional buttons, and confirm it with the ⊗ button. When the ○ button is pressed from the menu screen, it switches to the title screen.

START BATTLE

A confirmation message is displayed when the ⊗ button is pressed. After confirming the number of Sets, the match begins. The player with the most victories at the end of the match wins the item bet by the other player. If the match is not decided by the time limit, the match is declared even, and the player with the highest HP remaining wins.

MEMORY CARDS IN MATCHES

Player 1 should insert his memory card in slot 1, and Player 2 in slot 2. Data will be saved at the end of the match. Never replace the memory card anywhere other than at a menu screen. You cannot fight yourself using two identical sets of saved data.

LOAD 1P/2P DATA

Select the saved data to use. Select data with the directional buttons, and confirm with the ⊗ button.

SAVE 1P/2P DATA

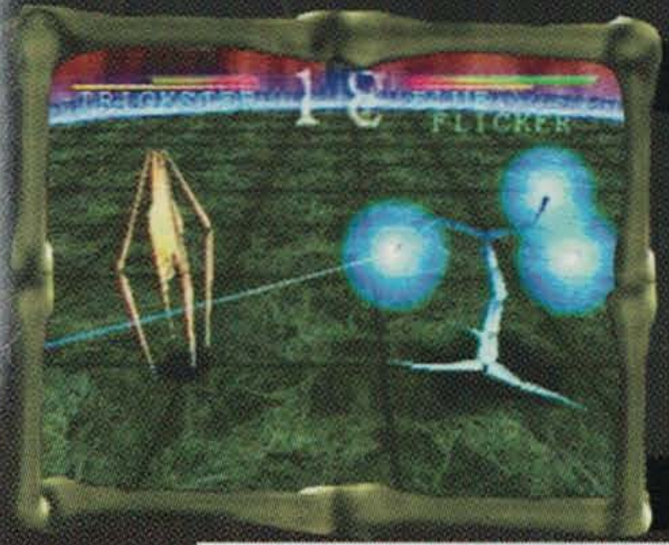
Save data regarding the order of creatures used, etc. Select data with the directional buttons, and confirm with the ⊗ button.

SELECT 1P/2P CREATURES

Select creatures to use in the match with the directional buttons, and confirm with the ⊗ button. Press the △ button to display the details about the creatures. Select up to three creatures in the order that you want to use them. When one against one is selected at the beginning of the match, the first creature selected will fight.

SELECT 1P/2P ITEMS

When betting an item in the match, use this screen. The items owned by the opponent are displayed. Select the item you want upon victory with the directional buttons, and press the ⊗ button. The selected item is displayed on the menu screen.



DISPLAY

Time remaining: .....Displays remaining match time

HP gauge: .....Displays the character's HP

Magic gauge: .....Allows magic usage when gauge is full

Number of victories: . .Displays the number of victories within the match

OPERATION

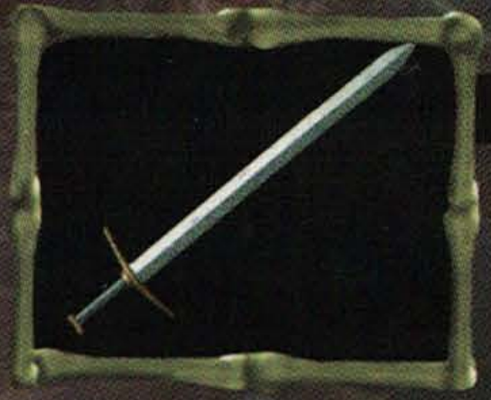
DIRECTIONAL BUTTON ↑:	Forward
DIRECTIONAL BUTTON ↓:	Backward
DIRECTIONAL BUTTON ←:	Rotate left
DIRECTIONAL BUTTON →:	Rotate right

○ BUTTON:	Defense
△ BUTTON:	Attack
□ BUTTON:	Magic
START BUTTON:	Pause
SELECT BUTTON:	Pause

When the START button or SELECT button is pressed during the match, a confirmation message is displayed. Choose CONTINUE to continue the game, and EXIT to declare the match even.

ITEMS AND CREATURES

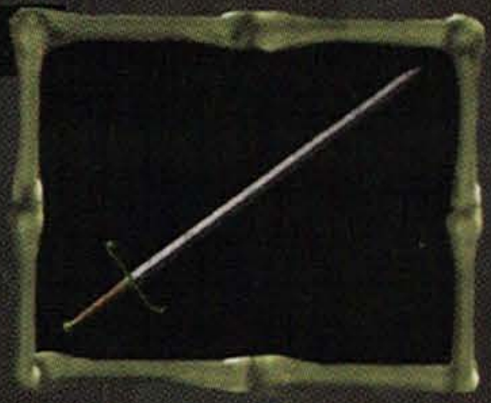
EQUIPMENT



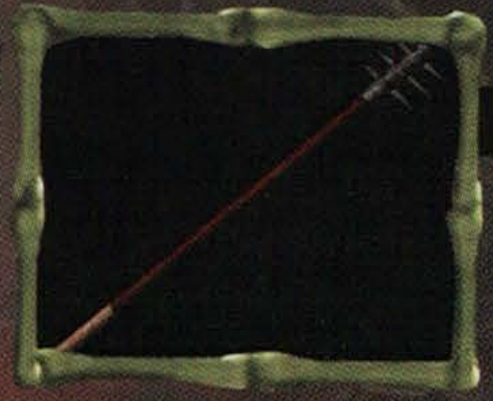
SHORT SWORD

A small, easy-to-use sword in your possession from the start. It does not have that much strength. Apparently, it was passed down from the family of the monk guarding the tower.

LONG SWORD



A sword of standard length; it has a good amount of power and is well balanced. This weapon will likely become an important part of the early and middle stages of the game.



MACE

A club with a lump of iron attached to the end. It is very long and easy to use with good striking power.

AXE

This axe blade was made by hammering thick iron. It is long and cuts very well, but, unfortunately, it is heavy and relatively difficult to use because of its large blade.

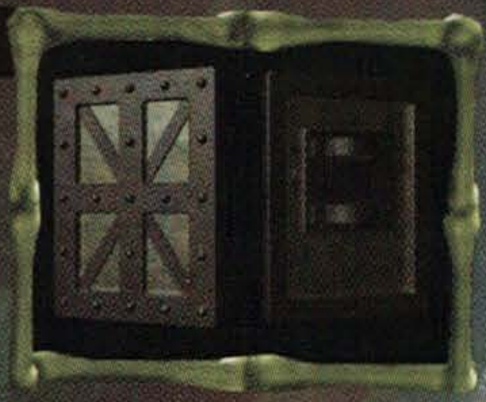
BOW

A bow made for battle. Attacks can be launched from far greater distances than with other weapons.

CAP

A simple helm made of thin iron. This armor provides minimal protection of the head.

SMALL SHIELD



The most common shield lightweight and easy to handle. It is fortified around the edges with iron, and is stronger than wooden shields.

RING OF FIRE

A magic ring which carries the power of flames. Wearing it releases a hidden power, allowing the person wearing the ring to use its magic.

QUILTED ARMOR

Simple armor made of layers of thick, strong cloth. Because it is cloth, it is not as heavy as full armor and has minimal protection.

LEATHER BOOTS

Boots made by sewing tanned leather together. These boots can withstand a horrendous environment, but you should be on the lookout for a new type of footwear.

CUNES

Small plates existing in the tower world. Their value is not known, but some say there are places where they are exchanged for many other items.

HEALING POTION

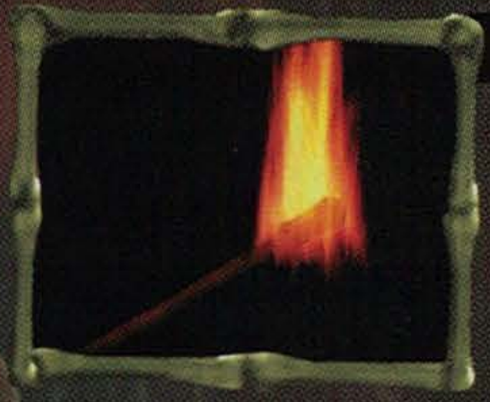
A bottle containing droplets from a plant which only blooms on the night of the new moon. When taken, your physical strength is completely restored.

MAGIC POTION

A bottle containing extremely volatile extract. When taken, your magic strength is completely restored.

SOUL POD

A magic container with a soul sealed inside. Merge with the soul and use it to increase your abilities.



TORCH

A small stick for lighting your way. Partially brightens area for a short time, won't work with dark magic.

CREATURES

SKELETON

Undead warrior that retains the will to fight even though its body has rotted away. Wields its sword with swiftness and strength.

DARK SPIDER

Though shaped like a spider, its body is covered with a hard shell. It aggressively jumps at its prey and attacks with its sharp legs.

ACID SKULL

Slime that has taken over a human skull, besides its horrifying appearance, it sometimes spits corrosive acid.

WATCHER PLANT

It is not at all fast, but relatively aggressive plant-like creature. It flexes its entire body to launch an attack while it releases rays of mysterious light from its giant glistening eyeball.

TRICKSTER

This creature tricks and confuses its prey with its unpredictable movements before emitting its acid gas.

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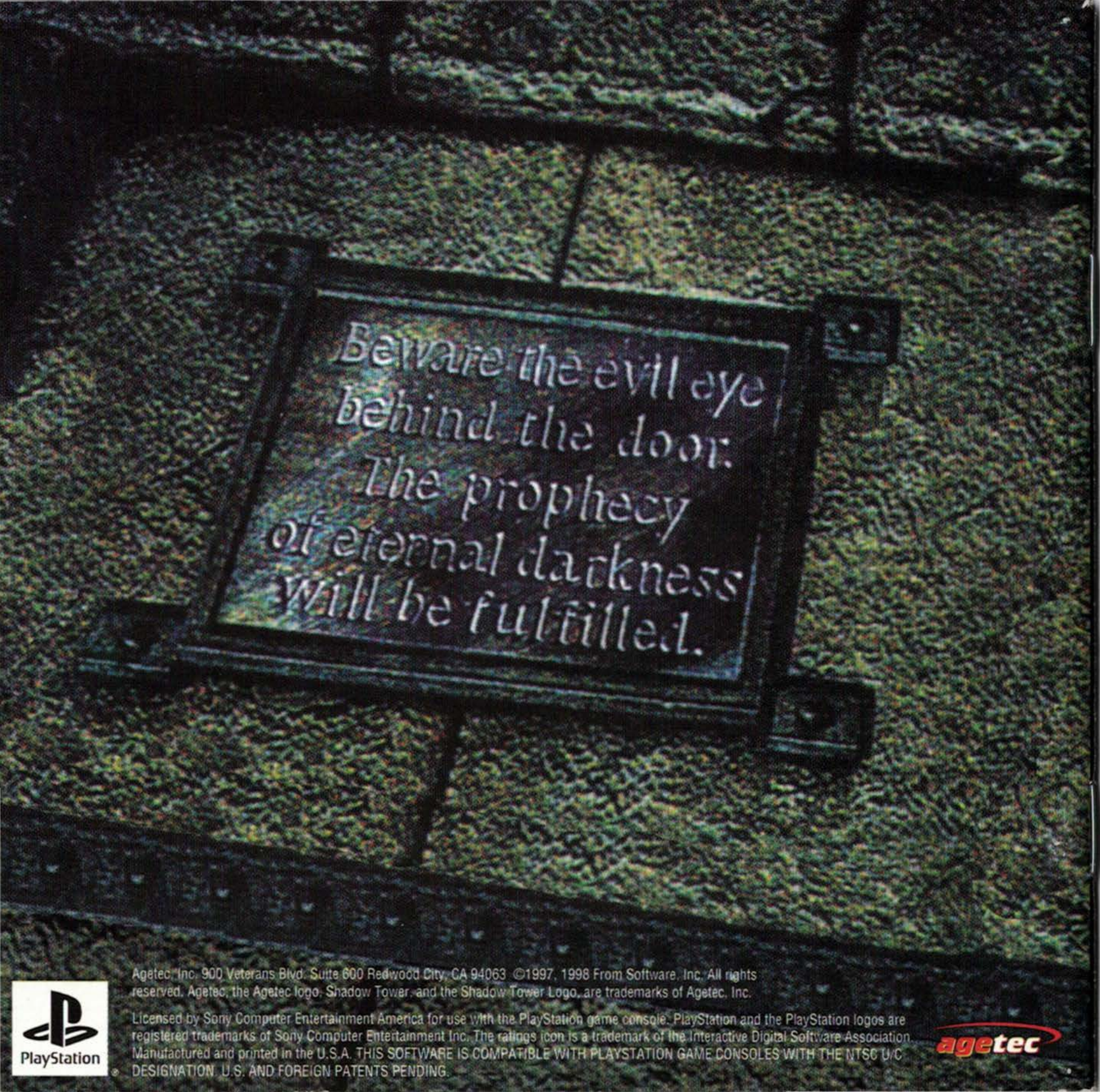

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